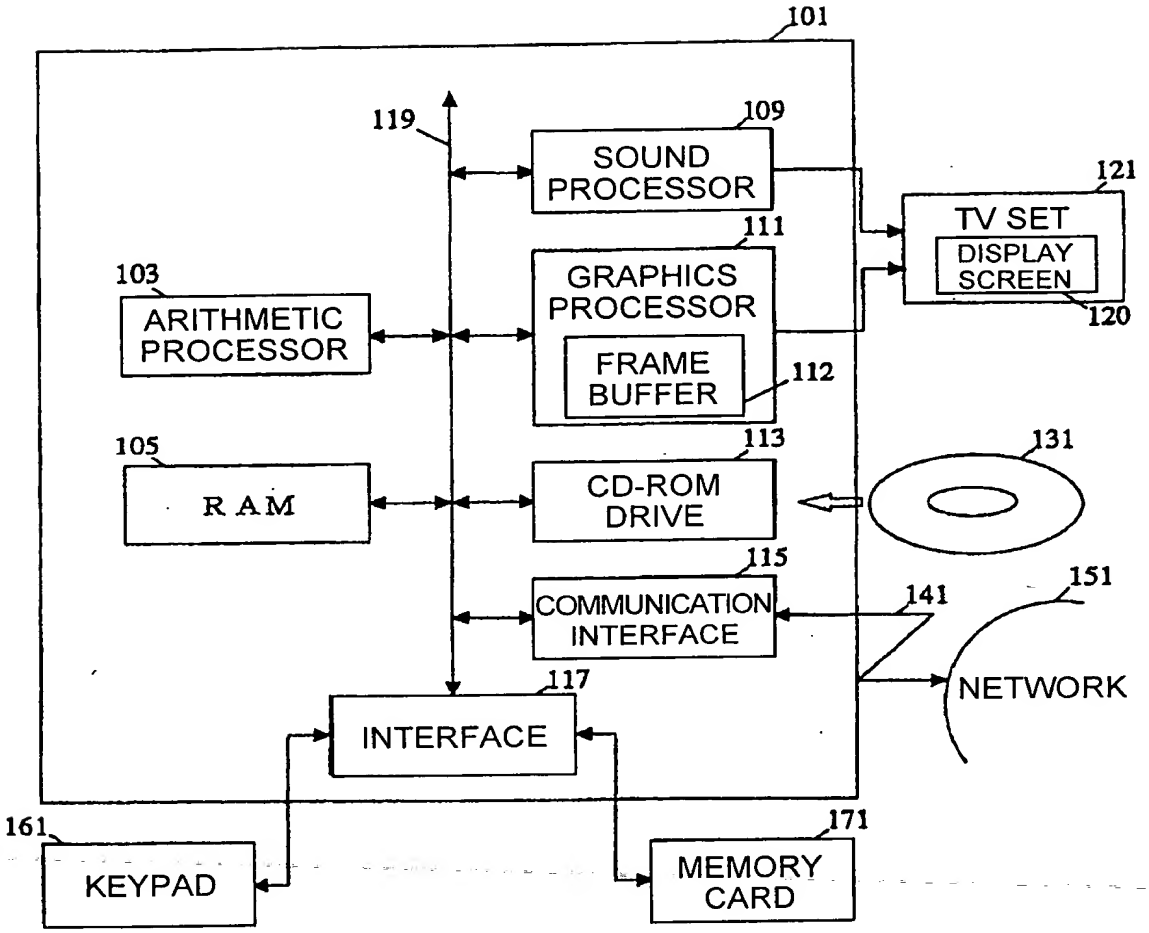
Fig.1



DOCKET: EP00-0106-00

Fig.2

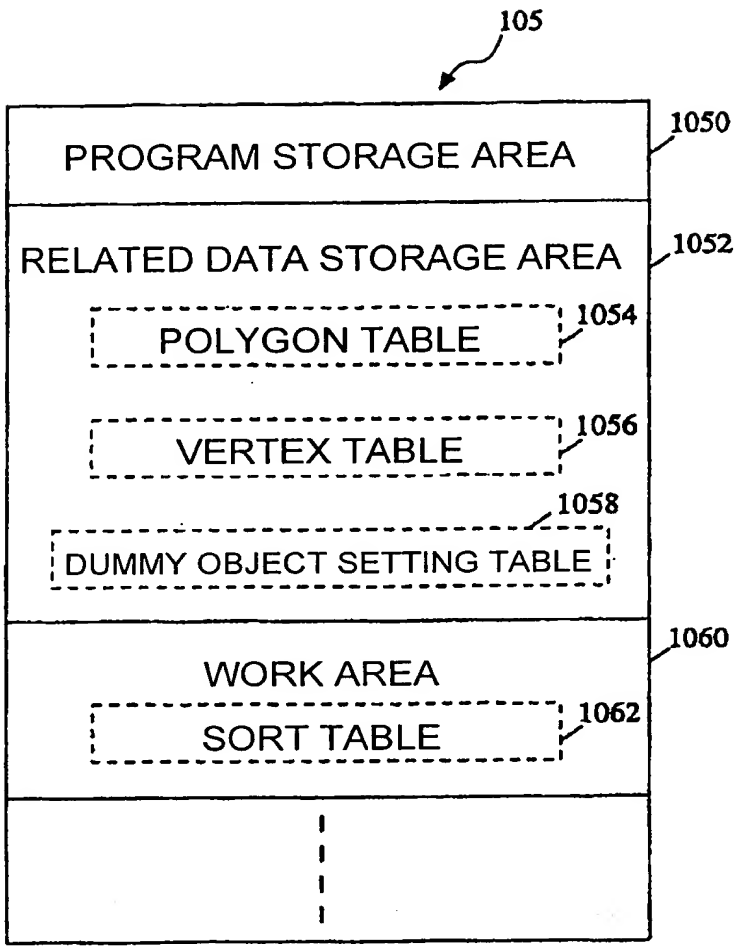


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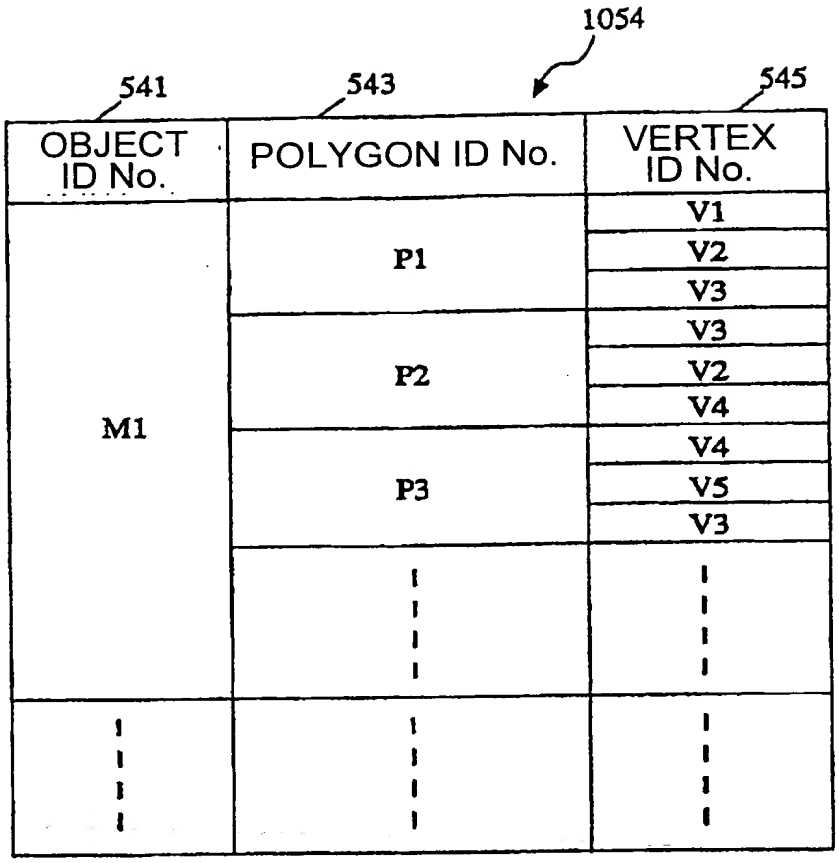
Fig.3


1054
541
543
545
OBJECT ID No.
POLYGON ID No.
VERTEX ID No.
M1
P1
V1
V2
V3
P2
V3
V2
V4
P3
V4
V5
V3

09/927,966 - 08/15/01

Fig.4

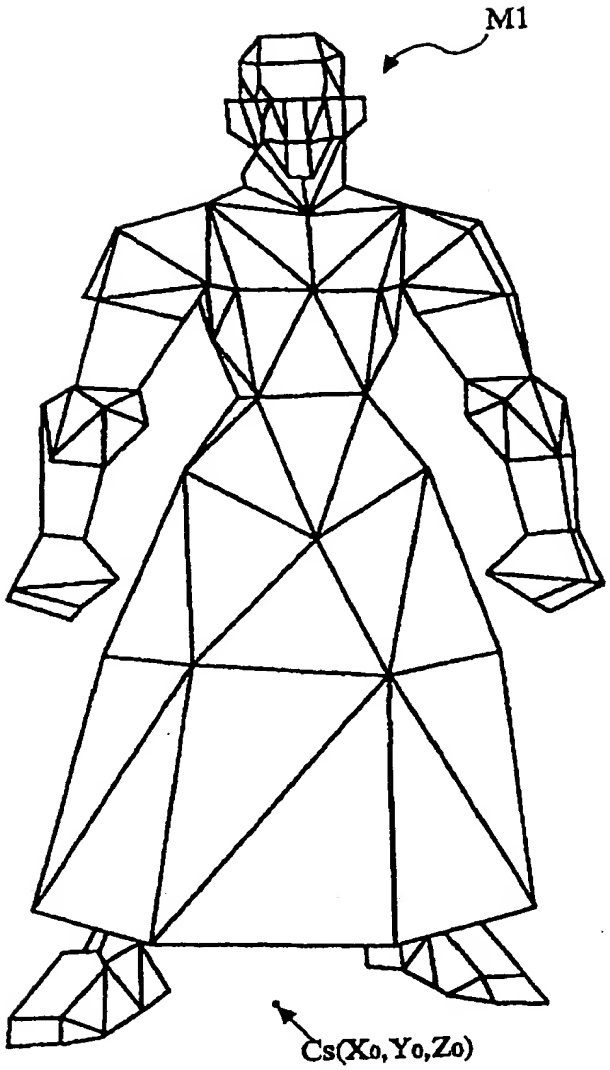


Fig.5

1056

561 OBJECT ID No.	563 VERTEX ID No.	565 COORDINATE DATA	567 TEXTURE DATA
M1	V1	(X1,Y1,Z1)	(U1,V1)
	V2	(X2,Y2,Z2)	(U2,V2)
	V3	(X3,Y3,Z3)	(U3,V3)
	V4	(X4,Y4,Z4)	(U4,V4)
	V5	(X5,Y5,Z5)	(U5,V5)
	⋮	⋮	⋮
⋮	⋮	⋮	⋮

Fig.6

1058

581 OBJECT ID No.	585 LIGHTNESS ADJUSTMENT VALUES	587 COORDINATE ADJUSTMENT VALUES	589 DEPTH ADJUSTMENT VALUES
M1	Rd,Gd,Bd	(Xd,Yd,Zd)	Dd
M3	Re,Ge,Be	(Xe,Ye,Ze)	De
M8	Rf,Gf,Bf	(Xf,Yf,Zf)	Df
⋮	⋮	⋮	⋮

Fig.7

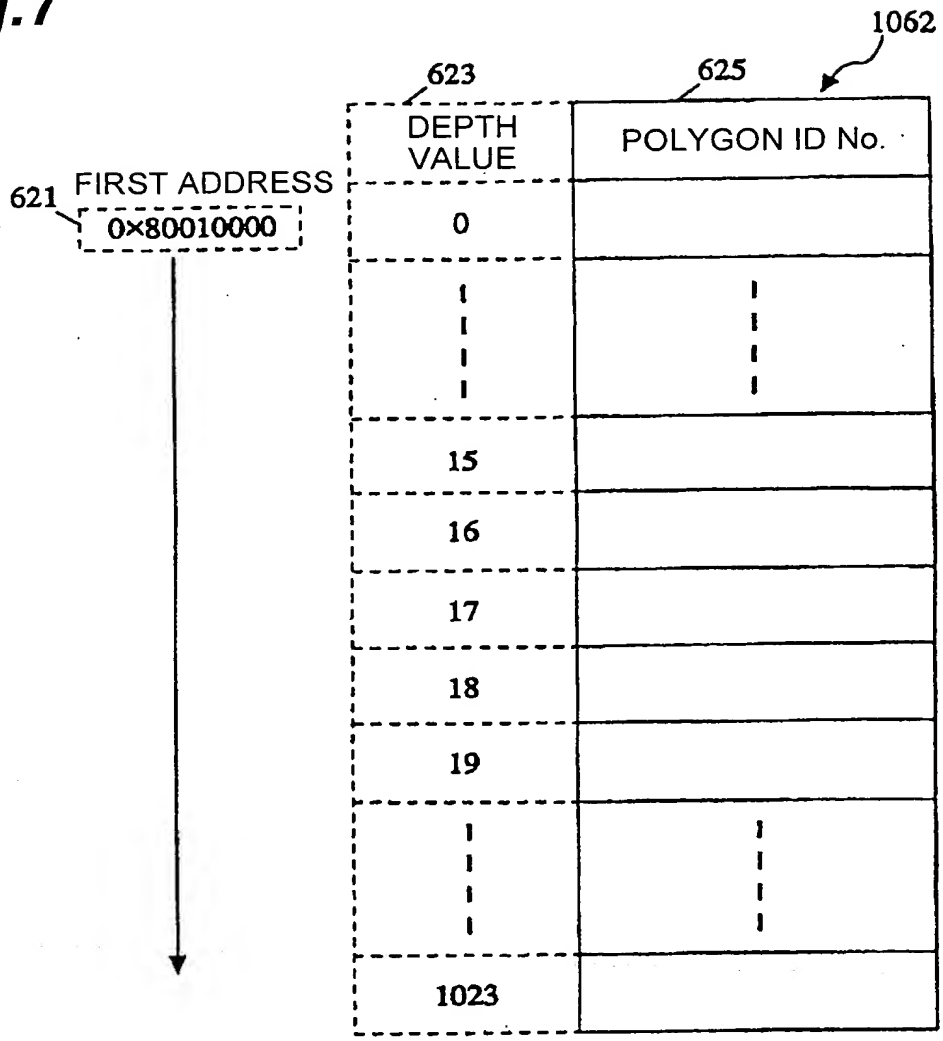
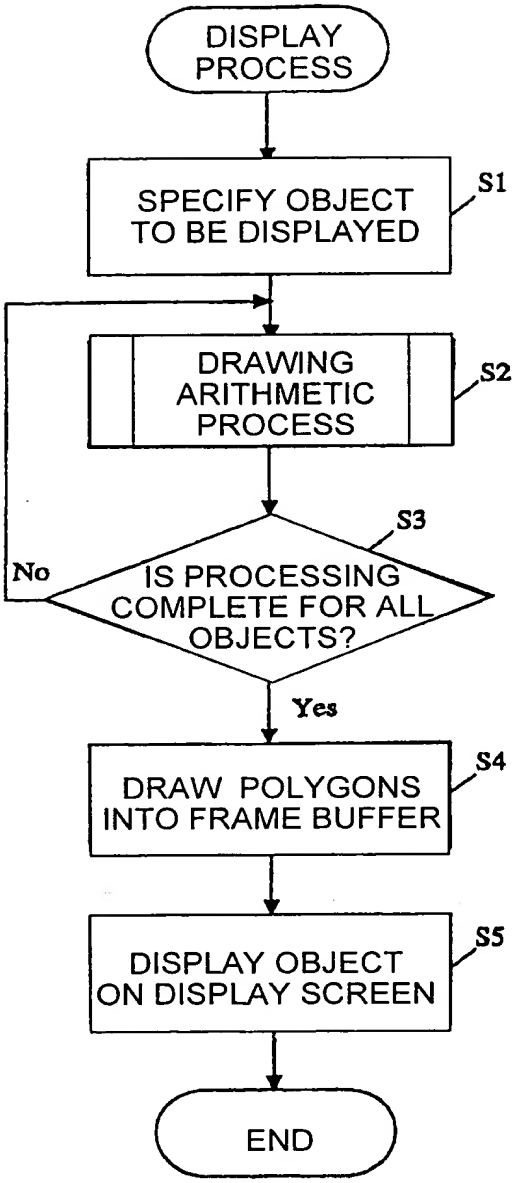
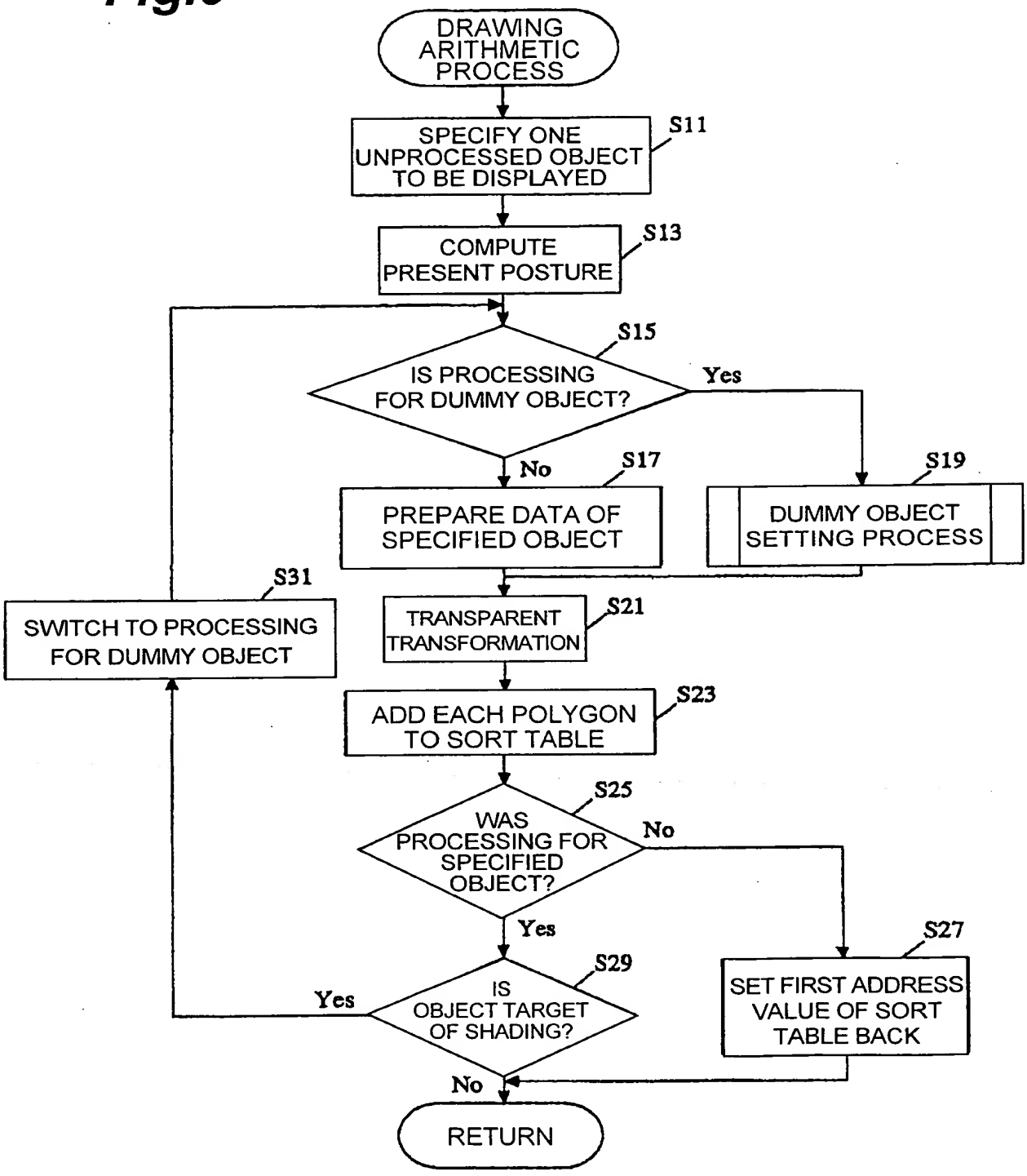

1062
623
625
DEPTH VALUE
POLYGON ID No.
621
FIRST ADDRESS
0×80010000
0
15
16
17
18
19
1023

Fig.8



09/27/2004, EAST Version: 1.4.1

Fig.9



0024201.030502

Fig.10

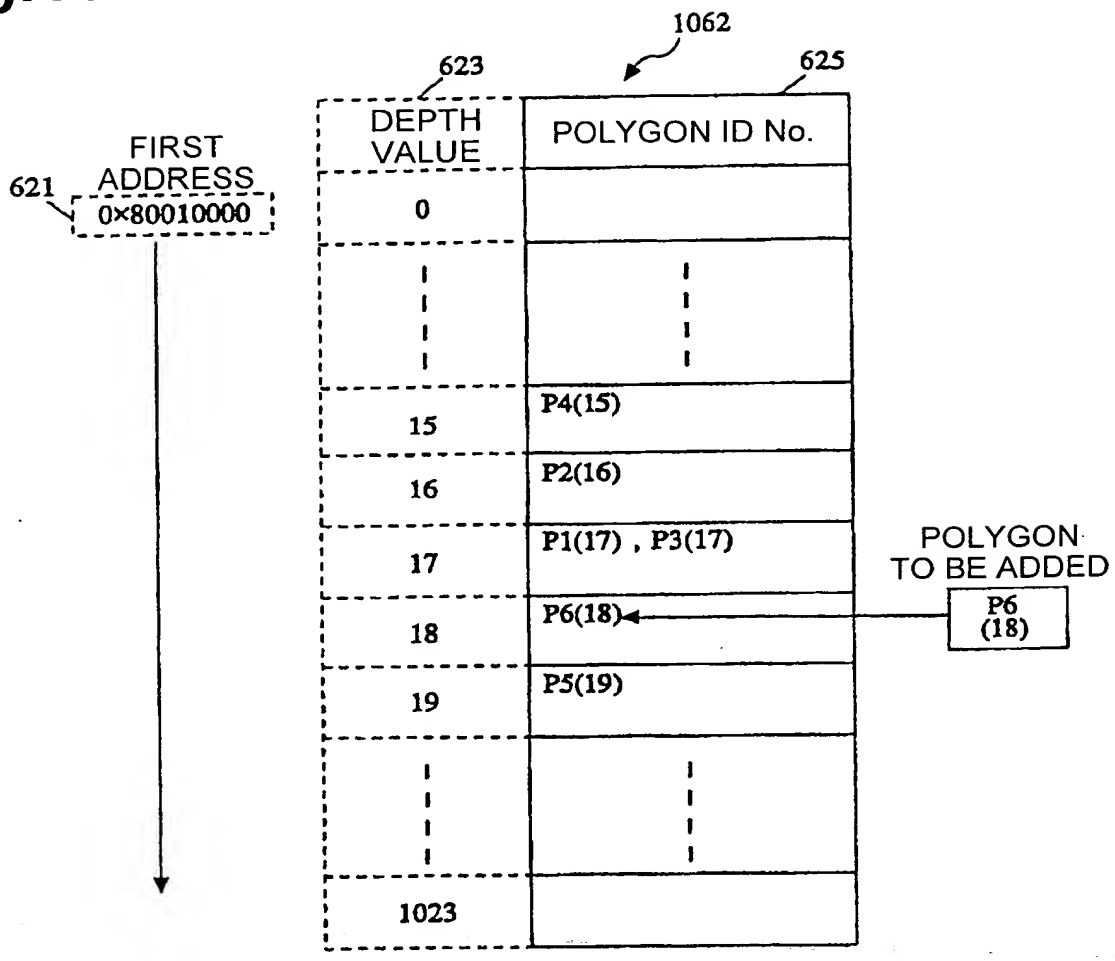

1062
623
625
DEPTH VALUE
POLYGON ID No.
FIRST ADDRESS
621
0×80010000
0
15
P4(15)
16
P2(16)
17
P1(17) , P3(17)
18
P6(18)
19
P5(19)
1023
POLYGON TO BE ADDED
P6 (18)

Fig.11

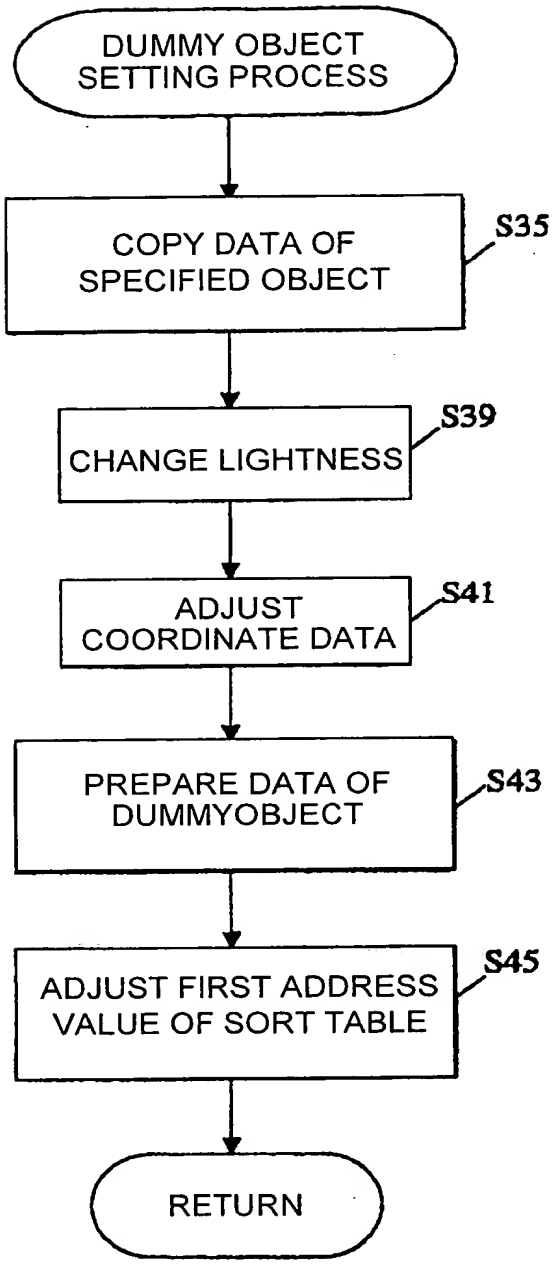


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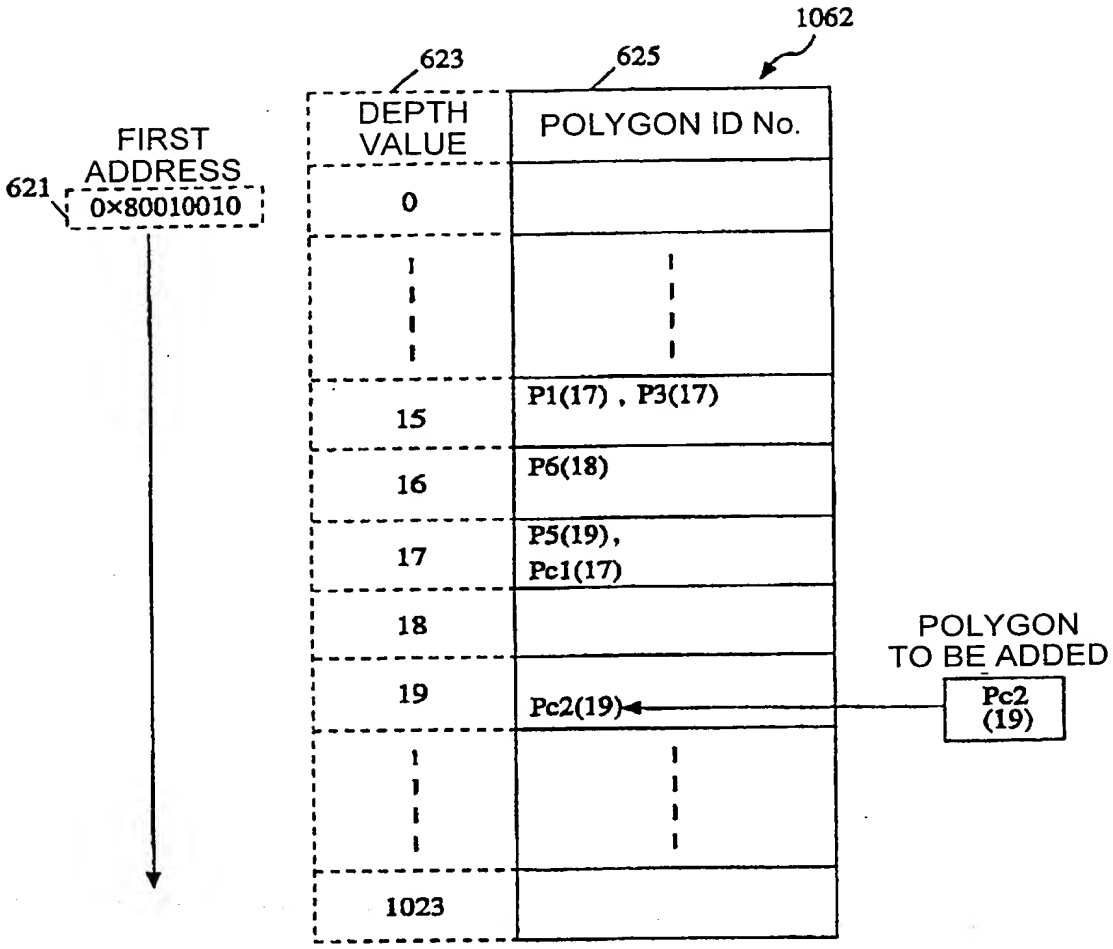
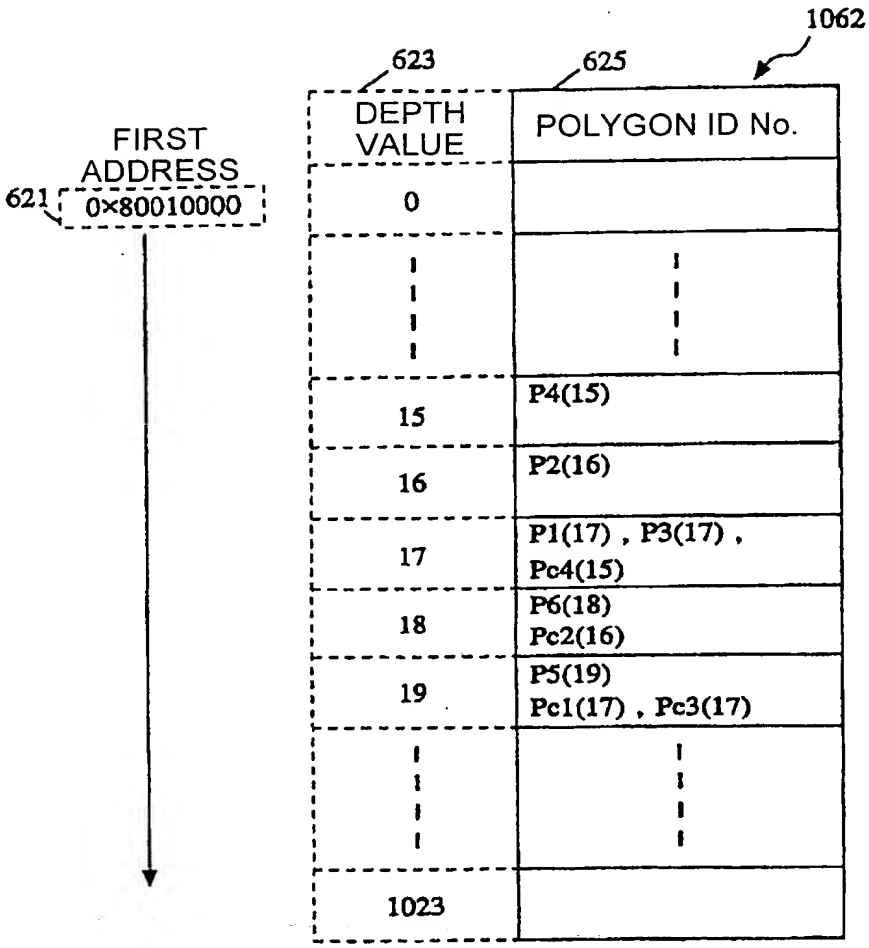
Fig.12



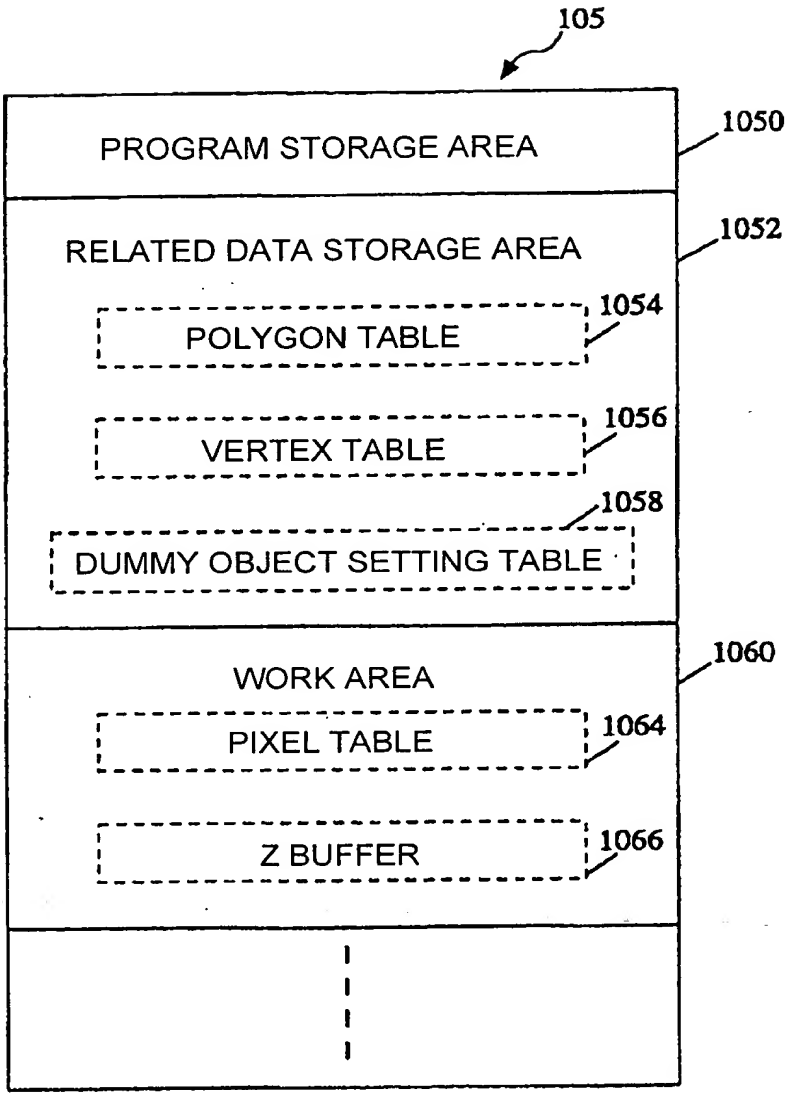
0042205 · 0E6E4E5

Fig.13



0025225-0326260

Fig.14



D0N2PK-E3E3P5V0

09/742,960 12/22/2000

Fig.15

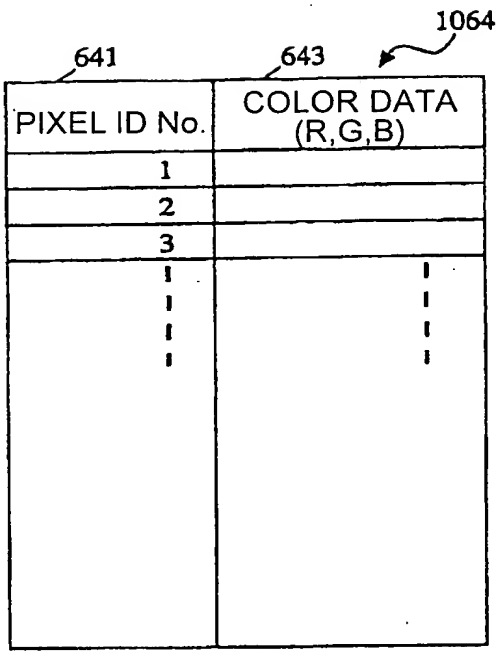


Fig.16

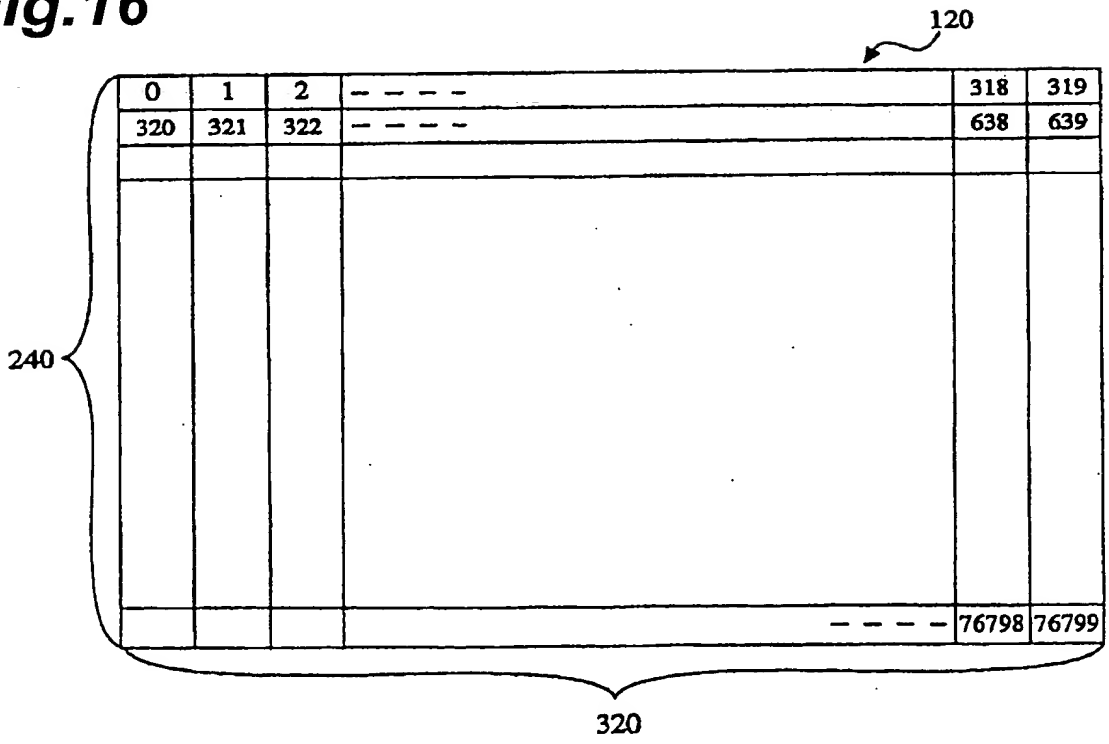


Fig.17

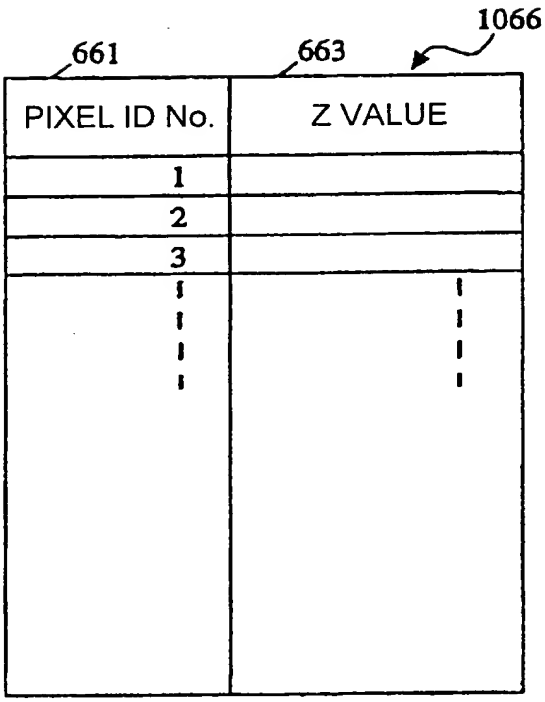


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Fig.18

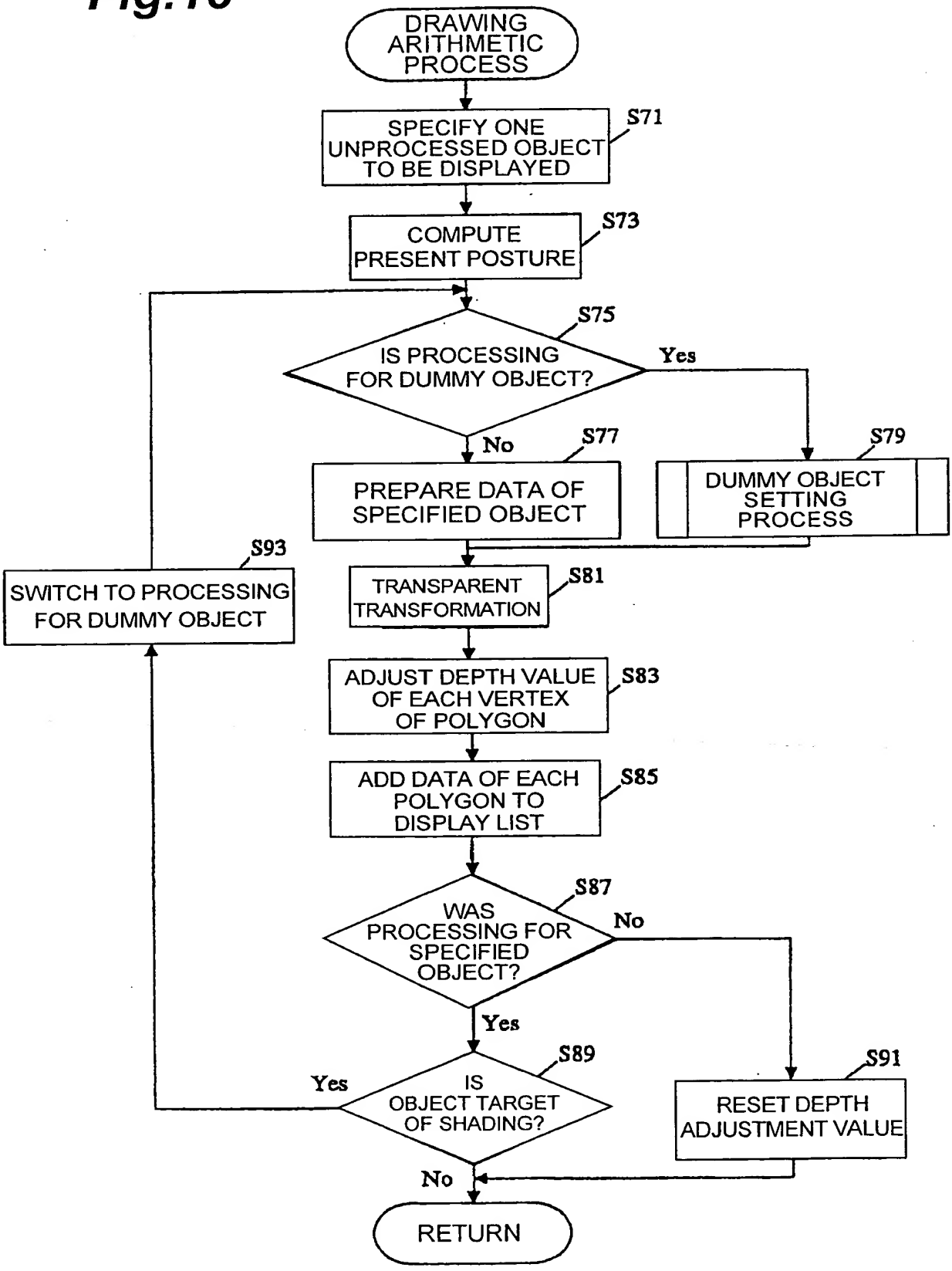
DRAWING ARITHMETIC PROCESS
SPECIFY ONE UNPROCESSED OBJECT TO BE DISPLAYED
S71
COMPUTE PRESENT POSTURE
S73
S75
IS PROCESSING FOR DUMMY OBJECT?
Yes
No
S77
PREPARE DATA OF SPECIFIED OBJECT
S79
DUMMY OBJECT SETTING PROCESS
S93
SWITCH TO PROCESSING FOR DUMMY OBJECT
TRANSPARENT TRANSFORMATION
S81
ADJUST DEPTH VALUE OF EACH VERTEX OF POLYGON
S83
ADD DATA OF EACH POLYGON TO DISPLAY LIST
S85
S87
WAS PROCESSING FOR SPECIFIED OBJECT?
No
Yes
S89
Yes
IS OBJECT TARGET OF SHADING?
S91
RESET DEPTH ADJUSTMENT VALUE
No
RETURN

Fig.19

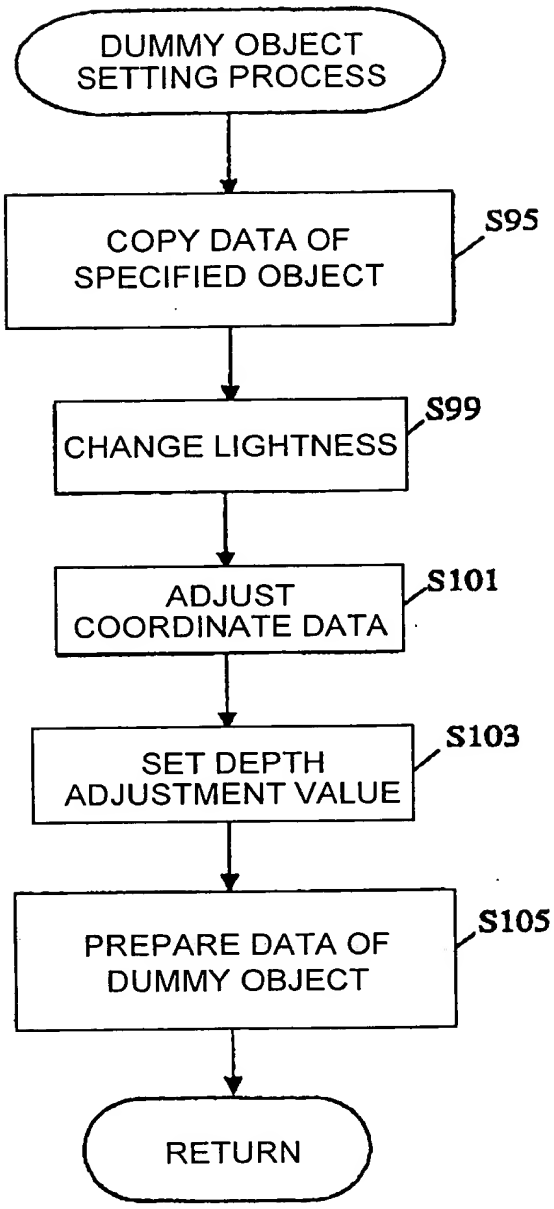

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Fig.20

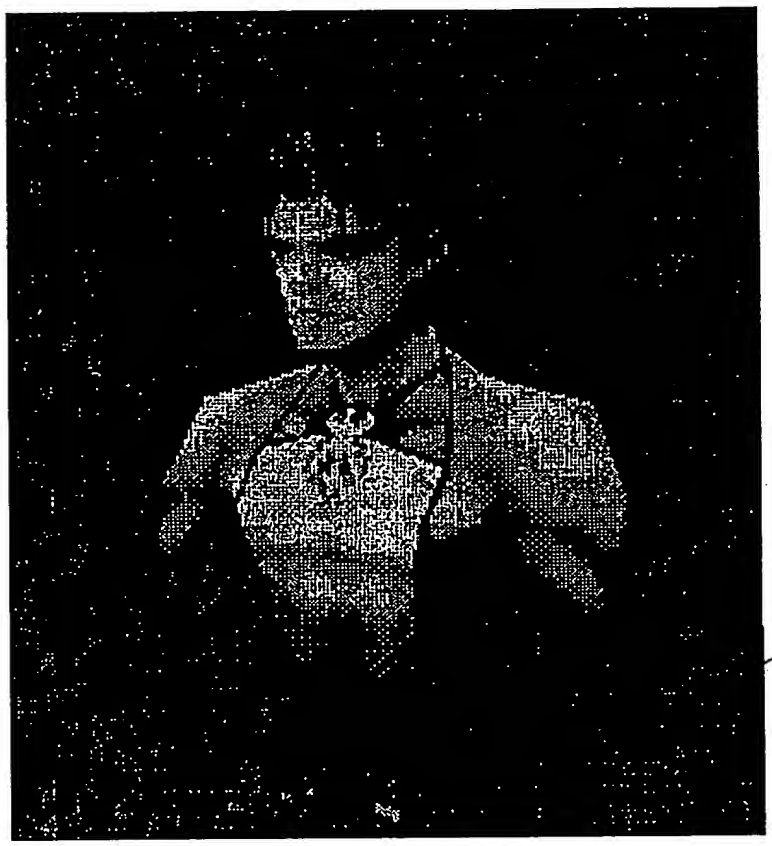

Fig.21

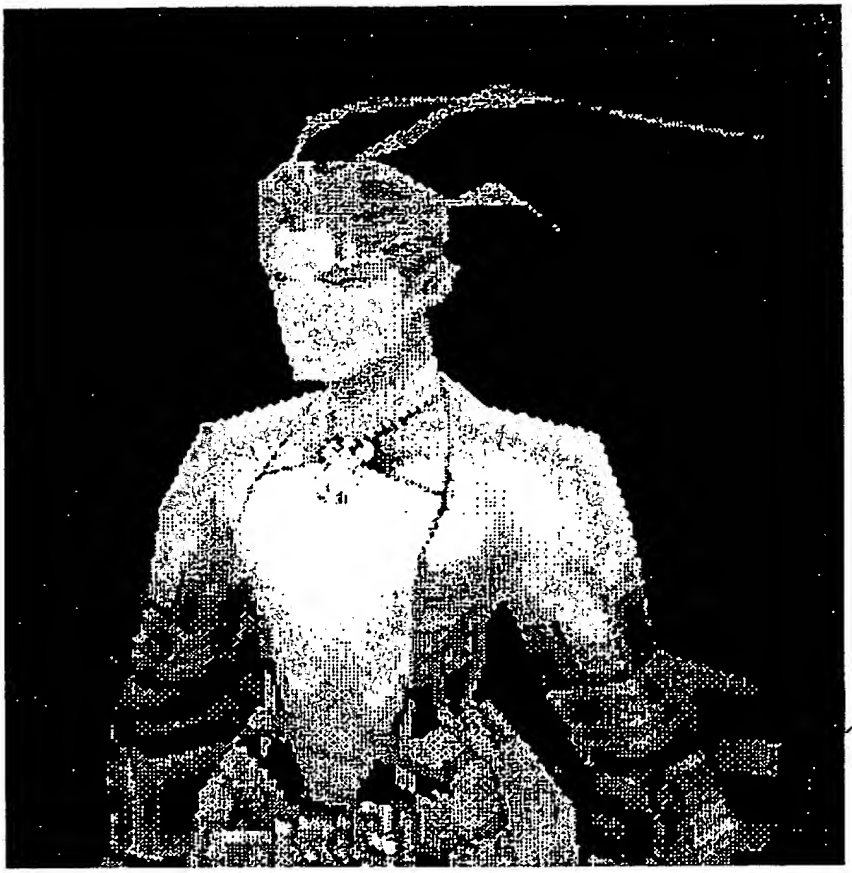

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Fig.22

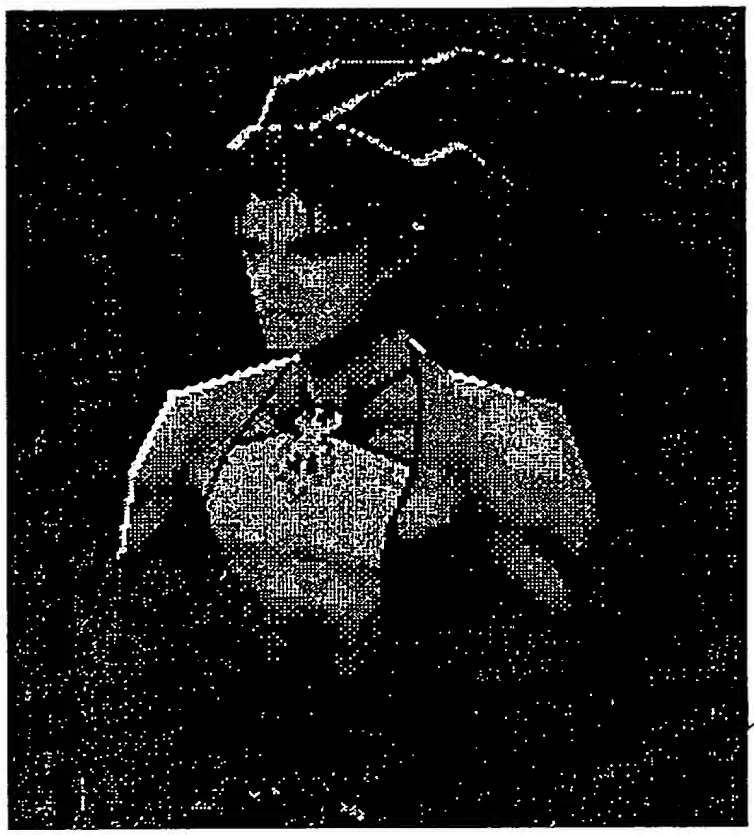

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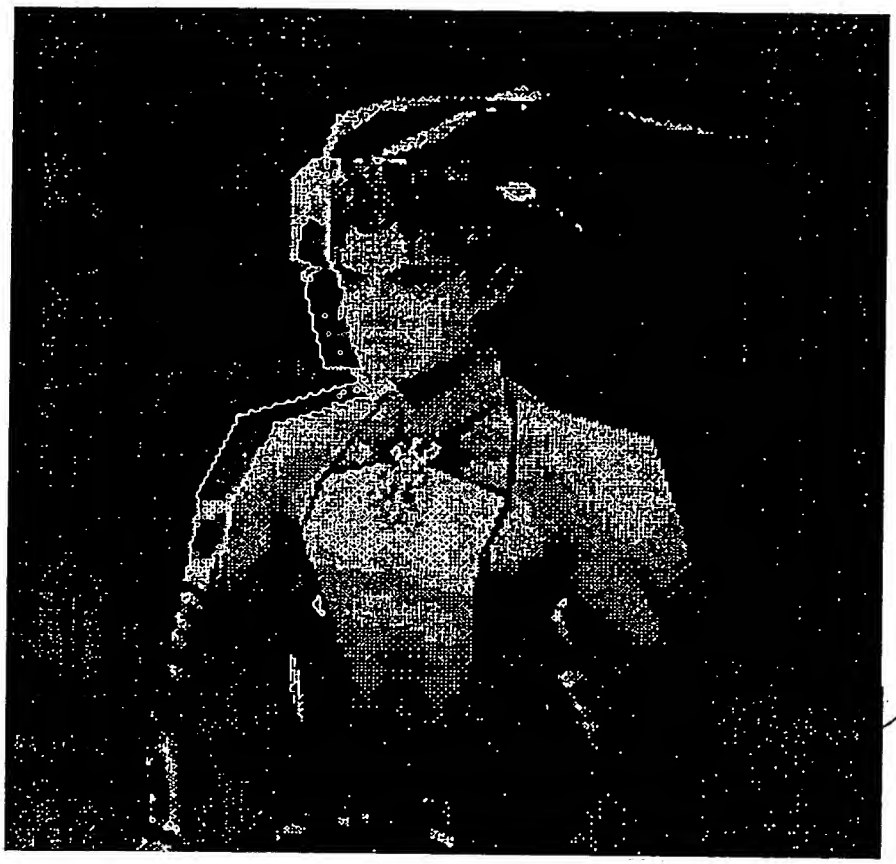
Fig.23



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